

SEGA

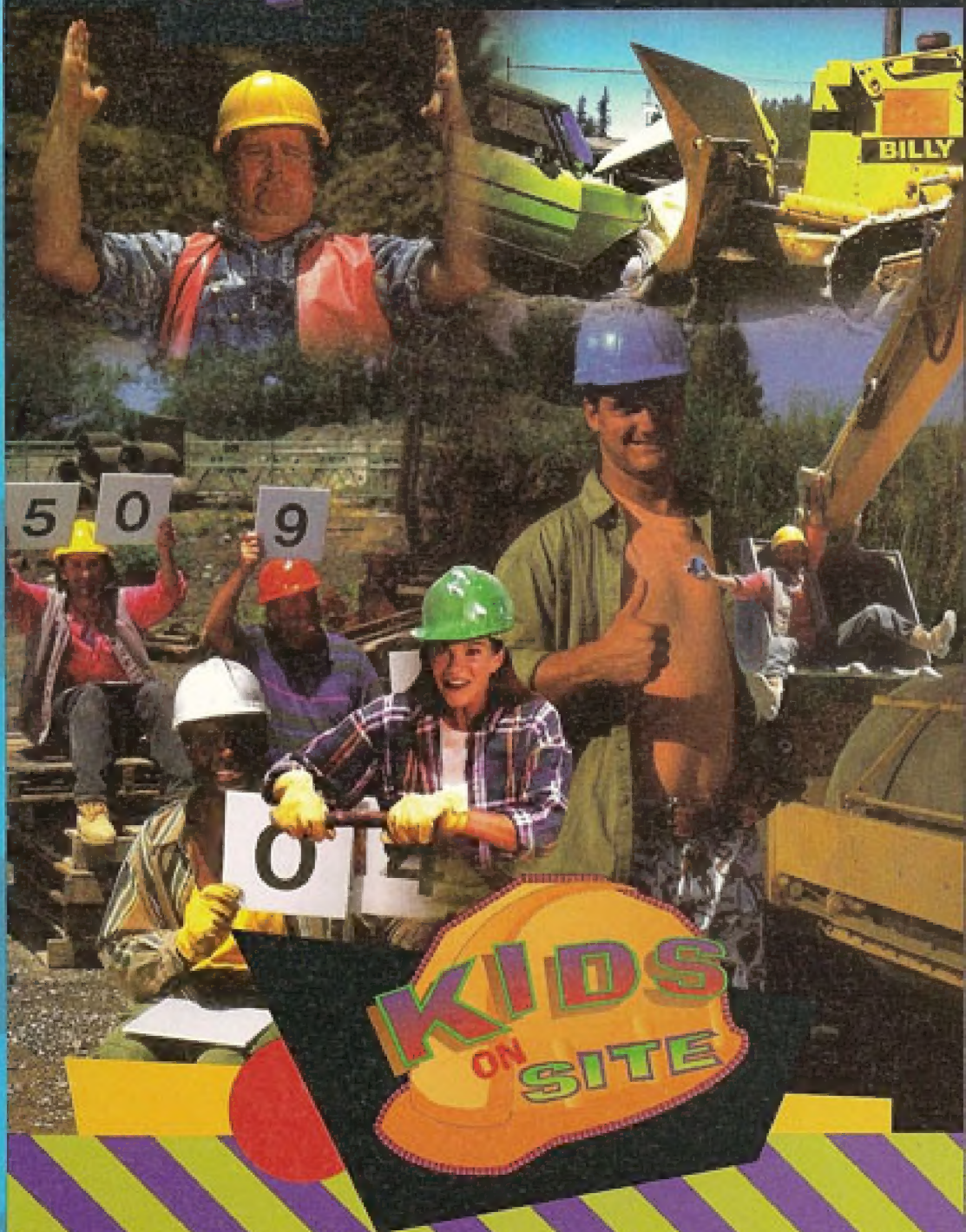
SEGA CLUB

Digital Pictures



Digital
KIDS

USER MANUAL



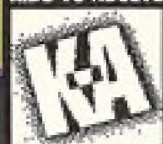
Insta Switch
CD-ROM

INSTANT
RESPONSE VIDEO
TECHNOLOGY

100% FULL
MOTION
INTERACTIVE
VIDEO

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM

KIDS TO ADULTS



AGES 6+

W A R N I N G S

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projected televisions.

SEGA CD VIDEO GAME USE

This CD-ROM can only be used for the Sega CD system. Do not attempt to play this CD-ROM in any other CD player; doing so may damage the headphones and speakers.

This game is licensed for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is in violation of applicable laws.

Unless otherwise stated, the characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

AUDIO CONNECTIONS FOR ORIGINAL SEGA CD MODEL

- If your Audio connection is made from the Sega CD to your television, you must use the Mixing Cable to connect the Headphone output jack on the front of the Genesis to the Mixing input jack on the rear of the Sega CD.
- If your Audio connection is made from the Genesis to the television (using either the RF cable or a Video Monitor cable), do not use the Mixing Cable.

HANDLING YOUR CD-ROM

- The Sega CD Disk is intended for use exclusively on the Sega CD™ system.
- Do not bend it, crush it, submerge it in liquids, smudge, or scratch its surface.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disk.
- KEEP YOUR SEGA CD DISK CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

Digital Pictures



C O N T E N T S

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SETTING UP

- 1 Set up your Sega CD and Sega Genesis as described in the documents that came with the systems. Make sure you have your control pad plugged into port 1 (the one on the left).
- 2 Turn on your TV or monitor, then turn on your Genesis. The Sega CD logo screen will appear.
- 3 Open the disc tray or the CD door. Place the *Kids On Site*™ compact disc into the tray, label side up. Close the tray or door.
- 4 If the Sega CD logo is still on the screen, press Start to begin the game. If the Control Panel is on the screen, move the cursor to the CD-ROM button and press button A, B or C to begin.



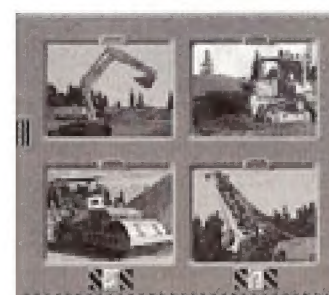
NOTE: A second game controller may be plugged into Control Port 2. This can be fun for a parent who wants to play along with a child or for two kids to play together. The game will respond to the player who presses the button first.

Soon after you insert your "Kids on Site" compact disk into the SEGA CD player a message reading "press the START button" will appear. Pressing the START button will begin the opening

credit sequence; you can press the START button again, after the Kids On Site title has appeared, to skip the remaining credits and go directly to the introduction.

After meeting the main characters, Bertha, Dizzy and Nuts, during the introduction, the Main Menu Screen will appear. You can bypass the introduction by hitting the START button at any point during the introduction.

THE MAIN MENU



The Main Menu is the yellow screen with pictures of the four machines you can choose to operate.

These are the Excavator, Bulldozer, Steamroller and Wrecking Ball.

The other icons you can choose from the Main Menu are:

- ✓ – Selecting the **check** mark icon will take you to the **Options Menu**.
- ? – Selecting the **Help** icon will play the **Instruction Video**.

When you first arrive at the Main Menu the Help icon is highlighted.

If you press the START button you can view the Instruction Video.

When you return from the video the Excavator light will be highlighted.

If you want to move to another selection there are two ways to navigate around the Main Menu.

THE MAIN MENU QUICK CONTROL GUIDE For Sega Controller



BUTTON CONTROLS:

- A • BUTTON** ... The A Button moves the highlight to the left.
- C • BUTTON** ... The C Button to moves the highlight to the right.
- B • BUTTON** ... The B Button to moves the highlight down then returns to the top.
- AND —**
- DIRECTIONAL PAD (D-PAD)** ...
 - The D-Pad Left arrow moves the highlight to the left.
 - The D-Pad Right arrow moves the highlight to the right.
 - The D-Pad Up arrow moves the highlight up.
 - The D-Pad Down arrow moves the highlight down.
- START** ... Press the START Button to choose your highlighted option.

NOTE: The button controls are the default. In order to use the direction pad controls, you must change the set-up in the Options Menu.

- or -

Press A + B + C Buttons simultaneously when the ? / Help Icon is highlighted to switch to directional pad control from the Main Menu.

THE OPTIONS MENU SOUND EFFECTS



The Options Menu

There are two types of sound effects in Kids On Site; those that are part of the sound track and those triggered by pressing the inactive buttons on the control pad.

These latter sound effects can be turned on or off by switching between the On and Off buttons of the Options Menu.

Use the A Button or the Left arrow of the D-Pad to select On.
Use the C Button or the Right arrow of the D-Pad to select Off.

The B Button or the D-Pad (Up or Down arrows) switch between the Sound Effects and the Control Pad Options.

CONTROL PAD OPTIONS FOR GAMEPLAY

You can choose to play the game with D-Pad Controls or with Button (A,B,C) Controls.

Use the A Button or Left arrow of the D-Pad to select D-Pad Controls.

Use the C Button or Right arrow of the D-Pad to select Button Controls.

The D-Pad
Control Panel



DIRECTIONAL PAD CONTROL

Push the D-Pad Left arrow to go Left

Push the D-Pad Right arrow to go Right

The Up or Down arrows of the D-Pad to start your Action

The Button
Control Panel



BUTTON CONTROL

Push the A Button to go Left

Push the C Button to go Right

The B Button is your Action Button

NOTE: The Button Control Panel is designed to be easier for young children to operate.

Press the START Button to pause the interactive gameplay and return to the Main Menu.

If you have changed the Control Pad Option, the Instruction Video for that option will play. Press START again to skip the Instruction Video.

? HELP ?



The ? or Help Icon will play a simple Instruction Video when selected. The game will default to the Button Control unless you select the D-Pad Control in the Options Menu.

- or -

Press A + B + C Buttons simultaneously when the ? / Help Icon is highlighted to switch to D-Pad Control from the Main Menu.

START BUTTON FUNCTIONS

In the Main Menu press the START Button to select the icon or machine you have highlighted.

In the Options Menu press the START Button to return to the Main Menu.

Press the START Button during non-interactive parts of the game, for instance during the introductions, to skip to the next segment of gameplay.

Press the START Button to pause the interactive gameplay and return to the Main Menu. Once at the Main Menu, you can push START right away to return to the activity you paused, or you can choose to see the Instructions, go to the Options Menu or select a new Machine.

PAUSE

Press the A + C Button simultaneously to pause the game.

CREDITS

To see the Final Credits press the A + B + C Buttons simultaneously anywhere on the Main Menu except the ? / Help Icon.

RESTART

Press A + B + C + START Buttons simultaneously to restart the game.

NOTE: On a six button controller the X, Y and Z buttons do not have a function; they will trigger sound effects only.

EDDIE THE EXCAVATOR



Excavators are mostly used for digging and dumping. Hydraulics control the movement of the long arm of the excavator. This type of excavator, with the shovel attached to the end of the

crane, is also called a hoe or a backhoe. The arm, or crane, consists of the boom, the dipper arm and the dipper (bucket). This big shovel can dig deep ditches with amazing finesse.

Eddie can turn in a full circle to either the right or left. You can scoop and dump in four positions: The pit; Nuts at the dump truck; the Coffee Break Gang's break area; or Dizzy's fishing hole.

A • BUTTON ... Use the A Button (or D-Pad left) to pivot left.

C • BUTTON ... Use the C Button (or D-Pad right) to pivot right.

B • BUTTON ... The B Button (or D-Pad up/down) digs and dumps.

Your job is to fill the dump truck with three shovels full of dirt.

BILLY THE BULLDOZER



Bulldozers, or dozers for short, are very powerful machines that have broad tracks with treads like a tank. They are crawler tractors mounted with a big steel blade, or ram, on the front which is used for pushing

everything in its path. They can build hillsides or level them.

Billy can drive to four different locations: The junk pile; the barricade; the fence where Nuts is waxing his car; and the Coffee Break Gang's pyramid.

A • BUTTON ... Use the A Button (or D-Pad left) to drive left.

C • BUTTON ... Use the C Button (or D-Pad right) to drive right.

B • BUTTON ... The B Button (or D-Pad up/down) dozes forward.

Your job is to clear the junk pile out of the way.

MELVIN THE STEAMROLLER



Steamrollers are used to make things flat. The heavy rollers are often used to smooth blacktop and other road surfaces. When rolling asphalt, water is sprayed onto the drum to prevent the asphalt from sticking.

Melvin will flatten things in four different locations: The fruit stand; the asphalt; the Coffee Break Gang's area; and Dizzy's training ground.

A • BUTTON

Use the A Button (or D-Pad left) to drive left.

C • BUTTON

Use the C Button (or D-Pad right) to drive right.

B • BUTTON

The B Button (or D-Pad up/down) rolls forward.

Your job is to roll three times over the asphalt that Nuts has spread.

RUBY THE WRECKING BALL



Cranes have a variety of special purpose tools that attach to the end of their long boom arms. They are often used for lifting things with big hooks, magnets or buckets. Ruby's wrecking ball attachment is used

for demolition. The wrecking ball isn't used to demolish today's tall buildings because it is difficult to control the possible damage to surrounding property.

Ruby can turn in a full circle to either the right or left. You can swing in four positions: The building to be demolished; Nuts' work hut; the Coffee Break Gang's break area; or Dizzy's bowling area.

A • BUTTON

Use the A Button (or D-Pad left) to pivot left.

C • BUTTON

Use the C Button (or D-Pad right) to pivot right.

B • BUTTON

The B Button (or D-Pad up/down) swings the ball.

Your job is to demolish the building by swinging the Wrecking Ball.

MERIT BADGES



When you complete the goal for each Machine you will receive a merit badge which will show up on the Main Menu screen next to that Machine. However, you can continue to play the same Machine over and over, even if you have been given a badge. When you have been awarded merit badges for all of the Machines you get the chance to participate in the finale and set off a big demolition charge.



A DIGITAL PICTURES PRODUCTION A U-DIRECT® INTERACTIVE FILM

Executive Producers Tom Zito
 Tyler Johnson
 Interactive Design Dena Maheras
 Rick Levine
 Noah Falstein
 Music Greg Hale Jones
 Editing Norm Levy
 Director of Photography Bill Zarchy
 Story Development J. Garrett Glover
 Screenplay Ray De Laurentis
 Computer Programming Rick Levine
 Produced by Chris Ekeberg
 Dena Maheras
 Directed by Heidi Holman

Associate Producer Jonathan Wells
 Computer Graphics Joshua Solomon
 Lead Tester David Popovich

Package & Manual The Design Office
 of Wong & Yeo

Still Photographer Bruce Hale
 Photography

CAST

Nuts Larry Grennan
 Dizzy Scott McClain
 Bertha Robin Joss
 The Coffee Break Gang Cam Stoan
 Tom Lenoci
 Tom Dryden
 Craig Moreno
 Kumar Singh

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For problems or questions, contact Digital Pictures' Technical Support Department at (415) 345-0445.

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Name _____ Phone _____

Street Address _____

City _____ State _____ Zip _____

☐ Male ☐ Female Age _____ Title Purchased **KIDS ON SITE (SEGA CD)**

1) Did you: ☐ Buy this title ☐ Receive it as a gift ☐ Borrow it from someone and not give it back

2) How many CD ROM titles do you own for your child? _____

3) How'd you first hear about this title?

☐ Read a review ☐ Saw an ad ☐ Rented it ☐ Friend told me ☐ Saw in the store ☐ Other

4) What about THIS product made you buy it? _____

5) Do you own other Digital Pictures or Digital Kids titles? ☐ Yes ☐ No Which ones? _____

What do you think of them? _____

6) What's your overall impression of Digital Pictures or Digital Kids titles? _____

7) Do you: ☐ Buy Only ☐ Rent Only ☐ Buy and Rent

8) Of ALL the CD ROM products you have for your child, which is the BEST? _____

9) Anything else we ought to know? _____



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